GATEWAY RPG – Character Sheet

Character Name: _____

Level: _____ Race or Species: _____

Class or Archetype Description:

Strength (STR)

____ Athletics Check
____ Melee Attack
____ Strength Saving Throws

Dexterity (DEX)

____ Turn Order(Initiative Check)
____ Acrobatics Check
____ Sleight of Hand Check
____ Piloting (Land, Sea, Air, Mech)
____ Lock Picking
____ Stealth Check
____ Hide Check
____ Ranged Attack
____ Dexterity Saving Throws (AC)

Constitution (CON)

____ Constitution Saving Throws (HP)

Hit Points	Armor Class	Move
Current / Max	___	___

Background or Backstory Description:

Intelligence (INT)

____ Arcana Check
____ History Check
____ Streetwise
____ Investigation Check
____ Computer Use / Tech
____ Nature Check
____ Religion Check
____ Saving Throws

Wisdom (WIS)

____ Animal Handling Check
____ Insight Check
____ Medicine Check
____ Perception Check
____ Survival Check
____ Casting Magic/Superpower
____ Wisdom Saving Throws

Charisma (CHA)

____ Deception Check
____ Deception Check
____ Intimidation Check
____ Performance Check
____ Persuasion Check
____ Charisma Saving Throws

Weapons:

Special Abilities:

Items:

Currency:

Notes:

Quick Reference Guide

Proficiency and Deficiency Guidelines:

- **"+" Proficiency** =Roll a d20 twice and take the higher roll
- **"-" Deficiency** = Roll a d20 twice and take the lower roll
- **__ Neutral (Blank Trait)** = A character that has neither proficiency nor deficiency will only roll a d20 once

Advantage and Disadvantage Guidelines:

Proficiency Trait with Advantage
Advantage (+1) = 2d20 and take the highest number rolled and add +1 to the total

Proficiency Trait with Disadvantage
No Bonus = 1d20 and take the number rolled

Neutral Trait with Advantage
Advantage = 2d20 and take the highest number rolled

Neutral Trait with Disadvantage
Disadvantage = 2d20 and take the lowest number rolled

Deficiency Trait with Advantage
No Bonus = 1d20 and take the number rolled

Deficiency Trait with Disadvantage
Disadvantage (-1) = 1d20 and take the lowest number rolled and subtract -1 from the total.

Difficulty Class Scale

- **Simple:** 2 to 5
- **Easy:** 6 to 10
- **Moderate:** 11 to 15
- **Hard:** 16 to 19
- **Near Impossible:** 20

Attack Types

Melee Weapon Attacks = Strength Trait
Swords, Daggers, Axes, Katana, Clubs, Laser swords, etc.

Ranged Weapon Attacks = Dexterity Trait
Crossbows, Longbows, Short Bows, Muskets, Pistols, Lasers, Rifles, etc.

Magic Attacks = Wisdom Trait
Fireballs, Lightning, Charm, Force Push, etc.

Special Ability Attacks = GM Discretion
It depends what the GM chooses at character creation that your Ability trait uses.

Armor Class
Based on **Dexterity** Trait

- **"+" Proficiency = 14 AC**
- **"-" Deficiency = 10 AC**
- **Neutral (Blank Trait) = 12 AC**

Attack Range

- **Melee Range:** 1 square/hex (within 5 feet)
- **Short Range:** 2-6 squares/hexes (10-30 feet)
- **Medium Range:** 7-12 squares/hexes (35-60 feet)
- **Long Range:** 13-24 squares/hexes (65-120 feet)
- **Extended Range:** 25+ squares/hexes (125+ feet)

Resolving Combat

Step 1: Game Master Determines if there is a Surprise Round

Step 2: Roll Initiative for all involved (**Dexterity**)

Step 3: Resolve Surprise Round, if necessary, then full Initiative during each Round.

Step 4: During a Player's Turn they can do the following:

- **One Move Action** (30 feet on average)
- **One Primary Action**
- **One Bonus Action**

Primary Action examples:

- **Attack**
- Move again "aka **Dash**" (move the same amount of the first movement)
- **Interact** with an object
- **Cast** a spell or use some other **Special Ability**
- **Hide**
- **Search**
- **Ready an Action** (Choose to delay your action and set a trigger and what you want to do when the trigger is met)
- **Grapple** (Contested Strength Skill)
- **Escape** from being Grappled (Contested Strength Skill)
- Declare a **Dodge** (causes Deficiency, of all attacks to this player until its next turn.)
- **Help** on another player's turn (Gives the target player Proficiency, on their next Primary Action)
- **Improvise-** simply tell your GM what you would like to do as an action to see if they can allow it (Get creative!) ***GM's see "Rule of Cool".**

Bonus Action examples:

- **Interact** with an object
- **Switch Weapons**
- **Talk** to someone during combat
- **Special Ability** = (GM Discretion)
  - **Attack** a second time
  - **Cast** a Spell
  - **Use** an Item
- Any other **minor** type of action

Step 5: Continue following **Initiative Turn Order** until all combatants are cleared from the battlefield